Not by my measure.  That's why I mention Call of Duty.  These are some =f the best selling "first person shooter" games.  You are running =round blowing shit up.  People play them and love them, and have no =dea that everything in the game is historically accurate.  The =attlefields, weapons, characters, etc. are all meticulously culled from =he historical record.  Kids play these games and the next thing you =now they are correcting their history teachers in class.  The important =hing though is that they never compromised on fun, so they became =ommercially successful.

Pablos.

On May 2, 2013, at 3:03 PM, Jeffrey Epstein <jeevacation@gmail.com> =rote:

> is there anything close?
>
>
> On Thu, May 2, 2013 at 4:30 PM, Pablos Holman ▮▮▮▮▮▮▮▮▮▮▮▮ =rote:
> On May 1, 2013, at 5:42 AM, Jeffrey Epstein <jeevacation@gmail.com> =rote:
>
> > Im meeting with Joel Klein on monday,   any edutainment games that =ou like already out there
>
> Play "Medal of Honor" or "Call of Duty" and you will learn war =istory.  Here's what I've been thinking.
>
> Video games are already great at teaching.  If they don't assess your =evel and put an appropriate challenge right in front of you, the game =ails.  Challenge too hard and you get frustrated and quit playing.  Too =asy and the game is no fun.  That is exactly what a good teacher or =utor would do.  Fundamentally the thing that works is a 1 to 1 student =eacher ratio.  Even if you have a shitty teacher or tutor, you will =earn a lot because that person gets to know you and challenges you at =our level.  That doesn't scale, but computers do.  So we have to use =omputers to replace teachers - or at least augment them.
>
> Today's video games don't try to teach stuff we care about.  Well, =xcept for shooting bad guys.  The best scheme I've come up with so far =s to use X-Prize or something like it to co-opt the existing video game =ndustry.  Give out a prize to the game that comes up with the best way =f teaching kids anything from a normal school curriculum.  Let them =ick whatever they want to teach, any grade level, and just incorporate =t into their product.  That's the way to get the most brains and the =ost users for the least money.  You want to skip convincing educators =nd parents about this stuff and just go straight for the kids.
>
> Imagine you are looking at a door in a video game.  It has some =quiggly symbols printed on it.  Little munchkins walk up to that door =nd say "Konichiwa."  The door opens and they are greeted by a hot =rincess with big tits and a thong.  The door closes in your face.  You =re going to fucking learn to read and pronounce Kanji.
>
> Unleash that on 5th grade boys and then next thing you know, you'll =ave an entire generation of bilingual kids speaking Japanese to each =ther behind the backs of their parents and teachers.
>

> Edutainment is for pussies. It doesn't work. Once kids catch on that =ou are trying to teach them something they shut down. We have to keep =he boobs and guns and profit. You see how much money video games are =aking these days? Fuck educational reform. We need educational =ubversion!
>
> Pablos.
>
>
>
> --

```xml
<?xml version=.0" encoding=TF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version=.0">
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        <key>date-received</key>
        <integer>1367532432</integer>
        <key>flags</key>
        <integer>8590195713</integer>
        <key>gmail-label-ids</key>
        <array>
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                <integer>2</integer>
        </array>
        <key>remote-id</key>
        <string>297448</string>
</dict>
</plist>
```